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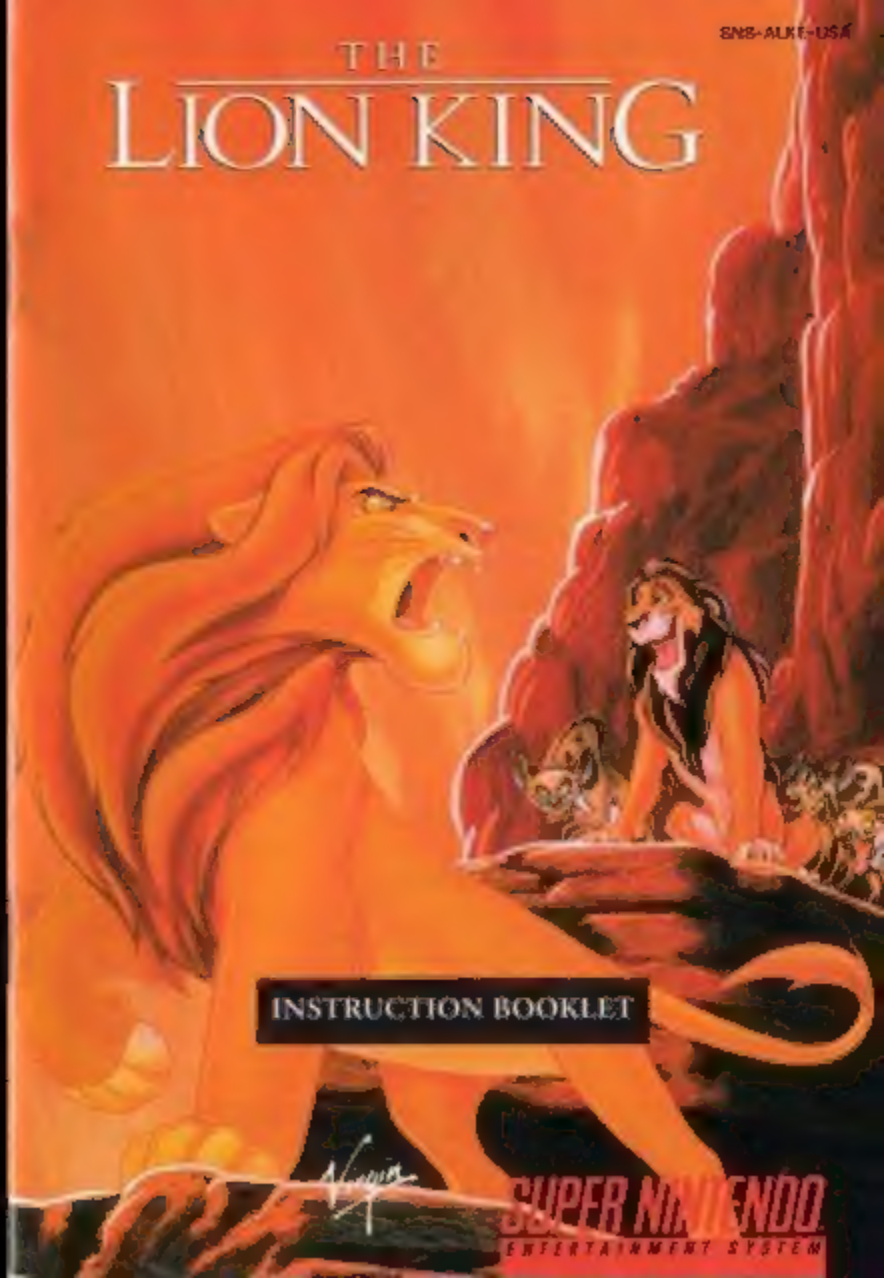
THE LION KING



INSTRUCTION BOOKLET

Virgin

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING

PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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SETTING UP

1. Set up your Super Nintendo Entertainment System and plug in Control Pad 1.
2. With the power switch OFF, insert THE LION KING Game Pak into the cartridge slot and press it down FIRMLY.
3. Turn on your TV or monitor, and then turn on the Super Nintendo Entertainment System®.
4. The License and Nintendo screens will appear, followed by the Title screen. In a few moments, a game demo will begin.
5. Then press the START button to return to the Title screen.

If nothing appears on screen when you start up, turn the power switch OFF. Check your Super Nintendo Entertainment System setup, make sure the Game Pak is FIRMLY inserted in the console, and then turn the power switch ON again.

Always turn the power switch off when you're inserting or removing the Game Pak.

GETTING STARTED

Press the Control Pad up or down to choose either START or OPTIONS from the Main menu on the Title screen. Then press the START button.

START

This selection takes you deep into the heart of Africa, for the start of Simba's adventures.

OPTIONS

This choice brings up the Options screen so you can change the game settings.

CHOOSING OPTIONS

Make your choices on the OPTIONS menu before you start play.

1. Press the CONTROL PAD up or down to select an option.
2. Press BUTTONS A, B, or Y to change the settings.
3. Press START to return to the Main menu on the Title screen.

DIFFICULTY:

The harder the Difficulty, the less Chances and Continues you have.

MUSIC IS:

STEREO, so that you can hear the exciting music themes directly from the movie and in stereo. MONO, so that you can hear the music themes in MONO sound.

Or OFF, so that you can turn the music off.

SOUND FX ARE:

ON or OFF, depending on whether you wish to hear them while you play the game.

SOUND TEST

Hear all the sounds in the game, both music and sound effects, by selecting them in this option.

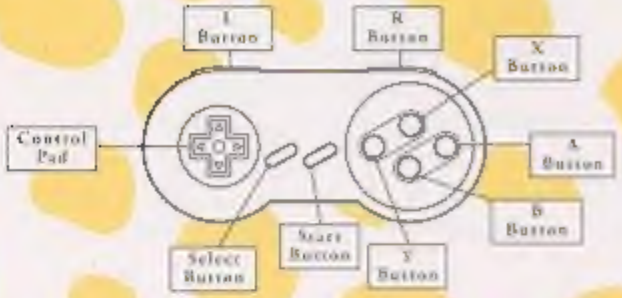
1. Press the CONTROL PAD up or down to scroll through the sound list.
2. Press BUTTONS A, B, or Y to hear the chosen selection.
3. Press START to close the list and return to the Options menu.

TRIGGERS ARE:

Reset BUTTONS A, B, and Y to your personal liking. Choose from 6 different settings. If you do not change the buttons, the controls will be:

ROAR	BUTTON A
JUMP	BUTTON B
SLASH	BUTTON Y (Adult Simba only)

CONTROLLING SIMBA



To Do This:	Press This:
Move right or left.	Control Pad right or left.
Crouch; duck; look down.	Control Pad down.
Look up.	Control Pad up.
Slash as Adult Simba.	Y button.
Mauling and Flipping Enemies as Adult Simba.	X button.
Make Simba pounce.	B button and land on top of enemy.
Make Simba roar.	A button.
Jump up; try to grab onto rock ledges, bones, and pawholds.	B button.
Jump right or left.	B button and Control Pad right or left.
Jumping slash as Adult Simba.	B button and then Y button.
Roll as Young Simba.	Control Pad down diagonally while moving right or left.
Jump right or left while hanging.	Control Pad right or left and B button.
Climb up while hanging.	Control Pad up.
Pause or resume the game.	START button.

Remember: You can reset the A, B and Y buttons on the Options menu.

Pouncing

To get Simba to pounce on enemies, press the B button to jump and land on the enemy.

Rolling

Pressing down diagonally on the Control Pad while young Simba is running causes him to tumble into a ball of extended teeth and claws, damaging some things in his path. Some areas are accessible only when young Simba rolls into them.

Slashing

Press the Y button to get the adult Simba to slash at his enemies with his claws. Simba may have to slash his way through heavy overgrowth to clear a path.

Mauling & Flipping Enemies

To get the adult Simba to maul his enemies, press the X button. Using this maneuver, Simba can also flip his enemies.

Grabbing & Swinging

When Simba jumps for a platform that he can't quite land on but is close enough to grab the edge, his front paws will latch on, letting Simba hang from the ledge. At any point, you can press up to pull Simba up, or down to drop.

If Simba is hanging from a crevice in a solid wall, he can also spring off of the wall. In cases where there is a nearby wall behind him, he will flip around and grab onto a crevice in the opposite wall. In this way, Simba will be able to climb a "chimney" formation.

There are also "poles" that Simba can swing on. These can be small rock outcroppings, bones, and so on. When Simba latches onto one of these, he will

swing continuously until he jumps. Simba can jump forward and do a flip or jump backward and do a flip with a half twist.

Roaring

When Simba roars, some enemies will be stunned momentarily. When fully powered, Simba's roar can also inflict some amount of damage. Collecting Blue Beetles will give Simba extra roaring power. Blue Beetles can be collected in the levels as well as the bonus games.

CONTROLLING PUMBAA AND TIMON

Pumbaa

Move right or left	CONTROL PAD right or left
Belch	A, B, X or Y button
Pause	START button

Timon

Move right or left	CONTROL PAD right or left
Jump	B button
Pause	START button

SCREEN INDICATORS

Roar Meter

The Roar Meter, located in the top left corner of the screen, indicates the might of Simba's roar. Whenever Simba gets hurt, the Roar Meter shrinks to nothing and Simba is silenced for a short time.

To increase the Roar Meter, Simba needs to eat Blue Beetles, which can be found in levels and bonus rounds.

Health Meter

The Health Meter, located in the top right corner of the screen, lets you know how strong Simba feels. When Simba is attacked by his enemies, or falls into dangerous areas and gets hurt, the Health Meter shrinks. Don't let the Health Meter shrink to nothing!

To increase the Health Meter, Simba needs to eat African Red Bugs. To restore damaged Health, Simba should chomp on Beetles. Beetles can be found in levels, and African Red Bugs can be found in levels and bonus rounds.

Chances and Continues

When Simba's Health Meter, located in the bottom left corner of the screen, reaches zero, you lose one Simba Chance and must restart from the beginning of the current level. If a Milestone has been reached on the current level, you will start at the last indicator Simba touched. If you have no more Simba Chances, but have Continues remaining, then you have a choice between continuing from the last level completed, or ending the game.

You'll find the number of Chances you have in the bottom left corner of the screen. To get extra Chances, collect the 1 Ups in the levels and bonus rounds.

SPECIAL ITEMS & POWER-UPS

Plain Beetle: Restores half of Simba's health.

Patterned Beetle: Restores all of Simba's health.

African Red Bug: Increases Simba's total health.

Blue Beetle: Increases Simba's roar.

1 Up: Increases the number of Simba's chances by one. A maximum of nine Chances can be accumulated at any one time.

Circle of Life: Allows one more Continue in the game when all Chances have been lost.

Fly: Ends the bonus game: In the levels it causes loss of roar. Simba will be unable to roar for a short time.

Spider: Ends bonus game: in levels, decreases Simba's health a lot.

Dragonfly: Ends bonus game; in levels, decreases Simba's health.

Bombardier Beetle: Ends bonus game: in levels, decreases Simba's health a little.

THE CIRCLE OF LIFE

Sunrise awakens the animals of Africa to gather at the foot of Pride Rock, paying homage to the newborn prince, Simba, son of Mufasa, the Lion King. The Circle of Life, the way of the Pridelands and all who dwell there, tells of how all things are connected, how all animals depend upon one another for survival, and how birth itself is just the beginning of the circle.

Simba's journey takes a different route, however, when his evil uncle Scar starts a Wildebeest stampede. The Lion King Mufasa is killed, and young Simba leaves in exile, thinking that it's all his fault. Meanwhile, Scar and his hyenas take over the Pridelands and lead it to ruin.

Guide Simba as he explores his future kingdom. Overcome the wicked hyenas in the Elephant Graveyard. Experience real power as Simba grows into an adult lion. Only then will Simba be ready to challenge his ruthless uncle Scar, and take his rightful place in the Circle of Life.

SIMBA'S WORLD

The Pridelands

- Take it slow and learn to use all of Simba's abilities. Pounces, rolls, and roars are the keys to getting through The Pridelands. Beware of the Bombardier Beetle, though, he goes out with a bang.
- Make sure to keep an eye out for bonus items and power ups. Search everywhere and don't worry, there is no time limit. There are continue points at different places on each level. Find them to save yourself time.

Can't Wait To Be King

- Jump on rhinoceros heads to propel Simba up into the trees, and hop along birds nests to get to the monkeys.
- Some monkeys get confused when Simba roars and may change the direction of their run.

The Elephant Graveyard

- The graveyard starts out with two attacking hyenas, so be careful. Just look at the mess that Simba's curiosity has gotten him into.
- Swing and climb your way through the bones. Get the timing and direction just right on Simba's acrobatic flips. Don't linger too long on some of the crumbly bones or you'll be in trouble.
- The Vultures love to attack you with a swoop, so try to get up high and turn the tables on them.
- Stretched elephant hide can really boost your jump, but one too many times can ruin your ride.

The Stampede

- The rumble and roar of Wildebeests is rising behind you. It's a run for your life before you get trampled. Avoid the Wildebeests and watch for the warnings of boulders so that you can jump out of harm's way and escape the stampede.

Simba's Exile

- Have you heard the saying "Be careful of what you get yourself into . . .?" Well, be careful of what you drop yourself into here, because you may find yourself in a prickly situation.
- Scar's hyenas are after you so don't stop to look back. They'll be tossing rocks after you the entire way. Your only chance is to escape the Pridelands through its thorny border.

Haruna Matata

- Ride down waterfalls by guiding Simba left and right to make him fall through different waterfalls.
- Simba must jump as high as he can to get from log to log as the waterfalls.
- The gorilla packs a pretty powerful punch! If only there was a way to throw those coconuts back at him! (Here's a hint: try rolling!)

Simba's Destiny

- Finally! Simba's grown up, and not such a tiny cub anymore! Take some time to learn adult Simba's moves: mighty mauling, heavy pouncing, and a powerful swat. Now you can let loose with that roar!
- Use Simba's powerful swat to slash through the vines.
- Watch out for falling rocks!

Fight the Cheetahs by pouncing, mauling, and roaring. Once you've cleared the way, Rafiki opens a passageway to the Pridelands and lets you through.

Be Prepared

Avoid the dripping hot lava. It's not exactly a beauty bath.

Ride the rocks on the river, and be careful of those pesky bats! Don't let them chase you into the lava.

Avoid the geysers in the final room and ride on the rain.

Simba's Return

The Hyenas just won't leave Pride Rock. It's up to the grown-up Simba to show them who's the rightful king of the Pridelands.

Simba must defeat all the Hyenas in a room before he can move on.

The Hyenas are everywhere! Don't give up, though. Find your way through their lairs, to get to the real villain, Scar.

Press UP on the Control Pad to enter a cavern and emerge elsewhere in the level.

Pride Rock

Simba's evil uncle and previous king, Scar, refuses to go down easily. It's a fight between the two mightiest lions in the Pridelands, and all for the love of Pride Rock.

BONUS ROUNDS

Bug Toss

Simba's adventure wouldn't be the same without his friends to help him out, so here's a chance for Pumbaa to lend a hand. Using the Control Pad, guide Pumbaa to the left and right to catch the falling bugs that Timon is dropping. Make sure to avoid the bad bugs such as the Spider and the Fly and don't miss any of the good bugs or this bonus stage will come to a quick end. Luckily Pumbaa has the advantage of a mighty belch (Ehem! Excuse me . . .) to clear the screen of any bugs that he might miss catching. To make Pumbaa belch, press the A, B, X or Y button. Pumbaa has only one belch per bonus round.

Bug Hunt

Hey! Don't forget about Timon! Using the Control Pad, guide Timon and have him hop from ledge to ledge, collecting bugs to help Simba. Again, catch only good bugs and special items, and keep away from Spiders and other bad bugs. If Timon picks up any of the bad bugs, the bonus round will end.

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Virgin Interactive Entertainment's Automated Support System

Virgin is pleased to announce its new automated support system, available 24 hours a day 7 days a week. Customer service information and answers to common technical problems are available on this system. Simply dial 714-833-1999 for assistance at any time. A touch tone phone is required outside of normal business hours.

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Fax Support

If you have access to a fax machine, many technical support documents and hint sheets are available for fax back through our Automated Support System.

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Virgin also has an automated hint line, available 24 hours a day at a cost of 75 cents per minute in the USA. You must have a touch tone phone, and be at least 18 years old or have parental or guardian permission before calling. Please be advised that not all Virgin products/titles are supported on the hint line. In the USA, call 1-900-288-4744. We also have a hint line for our Canadian customers. The cost is only $1.25/Canadian per minute. The Canadian Hint Line is available at 1-900-451-4422. If at any time you have a problem with either hint line, call 1-800-548-4468.

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